

VOL. 1 Number 1

FEB/MAR/APR

1

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For the Agents of Bureau 13

Chuck Payne
& TTS Graphics
Present:

TERROR WATCH



**THE QUARTERLY
PARANORMAL NEWS**

VOL. 1 Number 1

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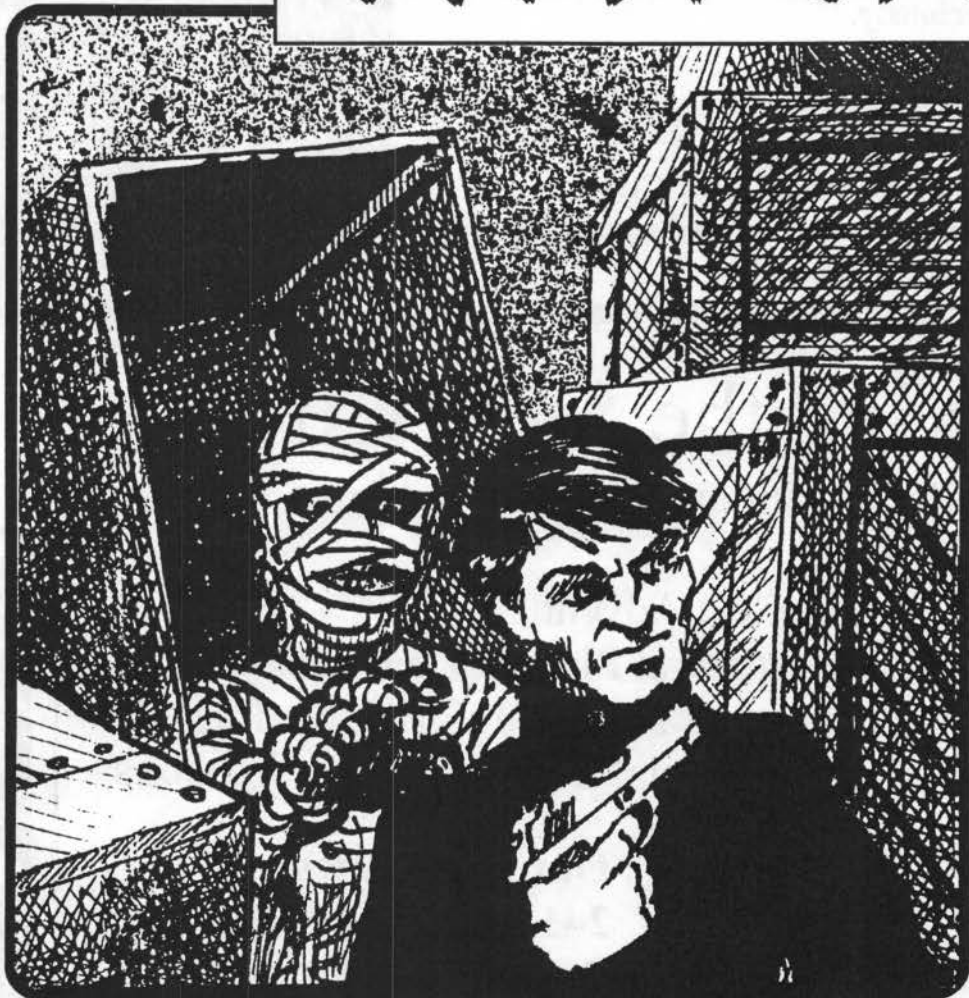
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For the Agents of Bureau 13

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**THE QUARTERLY
PARANORMAL NEWS**

THE IRON FIST IN THE VELVET GLOVE

Pittsburgh: Beautiful, modern, nestled in the foothills of the Allegheny Mountains, it has been called the Most Livable City in America. But no one takes this big city that acts like a small town seriously.

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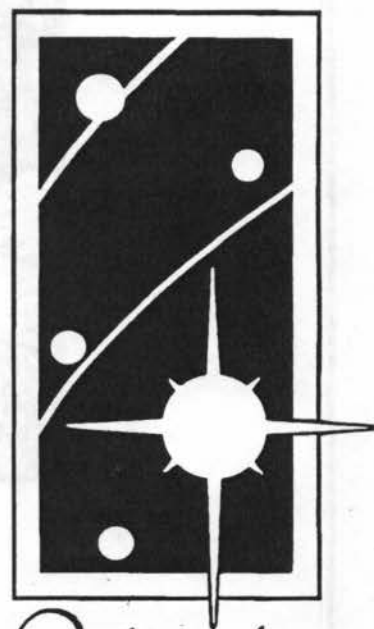
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Outpost Games



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Welcome to TERROR WATCH

Yes, it's finally here. The first issue of what we hope will be the beginning of a great new newsletter for **Bureau 13**.

So, what is **TERROR WATCH**?

TERROR WATCH is the new information network for "**Bureau 13: Stalking the Night Fantastic**." We will continue to work towards the goals that **Bureau 13 Information Network** had started, but with some improvements along the way.

For starters, we want you to know that we are here for you. That's right. This newsletter is for you and everyone else who enjoys **Bureau 13** and wants to share ideas with others. Adventures, Rules, Opinions, and much more will be published here.

How?

By submitting stuff to us. We are accepting articles, scenarios, and other things that are connected with "**Bureau 13**" or with a supernatural theme. Just write to us for a copy of our writer's guidelines.

In the following issues of **TERROR WATCH** you will find the following departments: Letters, New Enemies, New Friends, and Contacts of **Bureau 13**, **Terror Watch Hot Spots**, and great adventures.

For now, until we are off and running, **TERROR WATCH** will be a quarterly newsletter. But....If we get a lot of submissions, we will go bimonthly, then one day, it's our dream to go monthly(HINT, HINT). Who knows maybe even a glossy format, like those other gaming magazines? Remember, it's up to you. So read on and enjoy.

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I would like to take this time to change to a personal note. I would first like to thank the following people, without whom there wouldn't be a **TERROR WATCH**.

Richard Tucholka, for giving me the opportunity to create this, the patience for my being a little late, and for the game **Bureau 13**.

Bruce Sheffer of Outpost Games, for all the help he gave me while putting this together. Jason Gardner for coming up with a cover from just listening to me over the phone.

Lastly, I would like to dedicated this to Victor. I only meet him once, at Bruce's game, but will remember him forever. This one for you Victor. Until we meet again.

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Things That Bump

I've always been fascinated with the strange and the fantastic. If you doubt this you've never visited the offices of TTS and seen the sights that line the walls and bookcases. Visitors have commented that Tri Tac resembles a cross between a Robert Ripley Museum and a live-in-library.

Yes, there are gargoyles, bats, and over a thousand books on the supernatural along with thousands of reference and history books.

That's one of the reasons you'll find quality in our products. While modern games on the paranormal have come and gone over the last decade, only Bureau 13 and Chaosium's Call of Cthulhu have continued to publish and have a following of outstanding players and GM's.

Upcoming in 1994 are the Bureau 13 Miniatures line by Lance & Laser. The first two packs include 'Space' Aliens and Street Trolls from the Inner City.

Brass Ring Comics has negotiated the right to create a Bureau 13 Comic book set for release mid year. Each comic will carry several stories and new information for Bureau 13.

From TTS the long awaited Bureau 13 Scenario and Sourcebook is nearing final production at Tri Tac Systems. This book will contain Hellsnight, Haunts, and Lost files 1 & 2 with expansions. Nick Pollotta is still working on his Lost Files 96 page book. He reports that Ace Books may have re-released the Bureau 13 Paperback and Doomsday Exam again. Then there's the IBM Bureau 13 Interactive Game Software from Microprose.

Bureau 13 Support....

Tri Tac Systems
c/o Richard Tucholka

Out Post Games

American Online

Game Company Support

Keyword -- gcs

Under the TRI TAC FOLDER

See the Ad on page 9

List your club and group here. How?
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JANUARY / FEBRUARY 1993

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TERROR WATCH

Terror Watch Hot Spots

These are the newest Bureau cases. All nearby agents should add these to their investigation list. Good luck and Godspeed.

Field Director Gordon

01 Memphis, Tennessee

Evil Dead and Elvis attack Monkey's concert attendees at Mud Island. Bureau 13 must solve this problem and cover the incident.

02 Lake Champlain

The Lake Champlain Monster attacks a tourist's fishing boat.

03 Little Cicily, Alaska.

Alien Vampire Creatures attack a very small, peaceful, Alaska town. The towns people say that these alien, Alaskan vampires look like furless moose that walk upright.

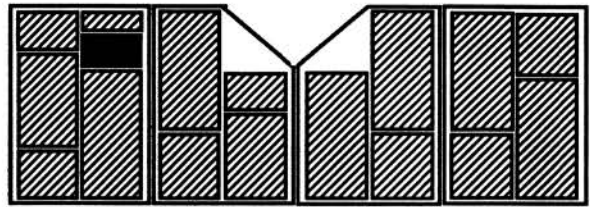
04 Russia

Radioactive Clones attack and kidnap a U.S. Scientist near St. Peterburg.

05 Northern New Mexico

Giant Sand worms attack a small, New Mexico town. The Army is claiming that there are no worms, but the town was destroyed by intense shockwaves from an earthquake triggered by an underground Nuclear test.

SYSTEM SHIELD NOTES

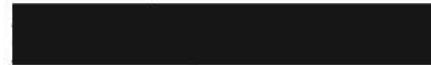


The Tri Tac System Shield is a four panel shield for GM and player utility. With the shield come Easy Tac Cards for Magic, PSI, and Weapon Use. Compatible with all Major Tri Tac RPG's.

Shield requires assembly and laminating. We recommend you also laminate the Tac Cards to reduce wear and tear.

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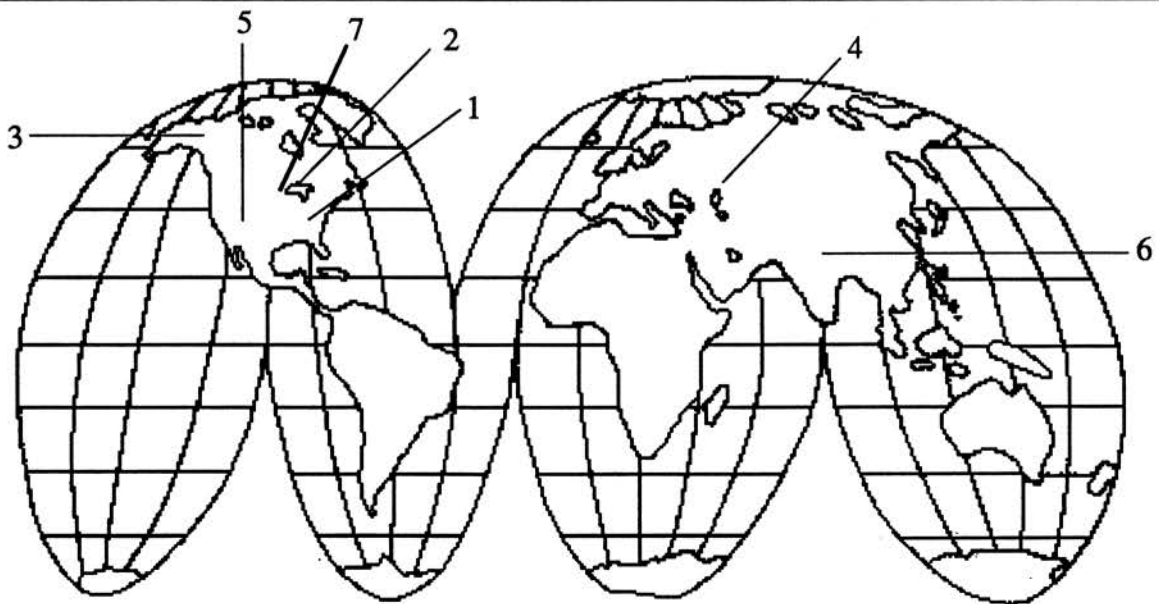


06 India, near Calcutta

Four tiger-like creatures gun down Bureau Agents studying ancient Hindi temple near Calcutta. The Agents were researching ancient Hindi White Magic.

07 Milwaukee, Wisconsin

A rash of weird happenings has prompted a Bureau Team dispatch to aid the dumbstruck city officials.



TAKING THE PLUNGE

by
Bruce Sheffer

Riddle me this: If you had the choice to fall into water or plywood which would you choose? Plywood of course, you could drown in water!

This seems odd until you look at the Falling character chart. Both plywood and water have the same damage reduction modifier(.75). This seems ludicrous but actually makes sense with some explanation.

Falling characters suffer no damage until they hit something, in most cases the ground. Actually, they press against the ground and the ground presses back. Hard! If it doesn't press back then it deforms, compresses, breaks, etc. The longer it delays and the slower it presses back, the softer it seems to be. So if a character falls into something that compresses and then slowly presses back, he should suffer the least damage. That's the whole principle to the air bag that stunt men fall into from great heights.

So how does this apply to our plywood/water situation? Well water, being a liquid, does not compress. This is true of all liquids. It compresses about as much as concrete. That's why we use liquids in automobile brake systems. When we press on the pedal, we want immediate action! Plywood has air pockets in it that compress and deform and fibers that can stretch and break.

So why can someone fall into water with no damage? They are falling vertically into it. Water won't hold together, so it splatters and gets out of the way. That lengthens the time until the water has to press back. Then it should be better than plywood right? Not necessarily. Another way to reduce damage is to spread it over as much area as possible. The chart assumes that the character is attempting to fall flat onto the surface. Falling horizontally into water is the worst way, but it's the best way for any other material. Since water doesn't compress, it splatters up into the air. The character's flat body is in the way, so it cannot, except at the edges. Falling head or feet first onto water is better than falling head or feet first on concrete because the human body

compresses far faster than the Solid materials.

Falling vertically into water will not reduce damage considerably if there isn't enough water to soften the blow. In this case also it would accrue the x.75 modifier.

Falling into deep water correctly and falling onto a well designed air impact bag correctly should result in no damage to the character except for a fast stun. The question is: how difficult is it to fall correctly? Each 20 feet fallen designates one difficulty level. Treat as an AGL feat. Use skill bonuses from swimming for diving and acrobatics for falling on an impact bag or net.

Example: A stuntperson falls 300 feet from the top of an Atlanta skyscraper onto a specially designed air bag. Her base Skill success is -155%. Fortunately, she has trained herself, enhancing her base agility to 15. Furthermore, 20 years of movie work has given her level of 20 in Stunt, Acrobatics. So her adjusted chance to succeed is now +20%. Before she makes the attempt, she practices the fall from 100 feet until she confident that she knows exactly how to fall. Due to her skill, she has only 1% chance of failure at this height. Now she will attempt the fall fully rested and prepared. She gains the +5% bonus for being fresh, and +15% for performing a well know activity under minimal stress. Now her chance is 40%. Still a gamble, but that's why she gets paid the big bucks.

Failure indicates the damage from normal chart.



"Don't drink and fly"

Agnet Woos

New Enemies, Friends, and Contacts of the Bureau

The Bureau tries to keep a file on people that have some connection with it. These are the newest people to have contact with the Bureau.

Tom Blake

Somewhere within U.S.A.

The Bureau has always had enemies, but none more dangerous, than Tom Blake a.k.a. "Turn-Coat".

Blake was once a top agent of Bureau 13, but disappeared five years ago. Every one thought he was killed in Memphis, by an alien named Tysu, at Memphis' Mud Island.

Blake reappeared about a year ago, and destroyed the Little Rock depot. Blake left a video message, stating that he was going to destroy the true evil of the world: "The Bureau". He killed four agents in his attack on the Little Rock depot. He also stole a fully stocked Kara Van, and an array of heavy weapons.

Blake is a master of deception. In fact, no one currently knows what Blake looks like. All previous records of this agent were lost in the massacre of "77". The only way Blake can be recognized is by his bass voice. Blake speaks with a rough New England accent.

Blake is one of the few agents, who knew the location of many of the Bureau depots. It is believed that his thorough knowledge of the Bureau and its operations could be more damaging than the 'Massacre of 77'.

Presently, Blake is believed to be somewhere between St. Louis and New Orleans, looking for old Bureau depots and any unsuspecting agent that he might find.

All Agents must be on high alert for Blake. He needs to be stopped at any cost.



Cathy Lee Yamada

Based in New York City, but traveling across America's Heartland.

Cathy Lee Yamada is one of the new breed of yellow journalist out to find a story that will gain her fame and fortune quick and easy. She wants her own afternoon talk show.

Yamada works for a syndicated hour-long news video magazine, called the 'Nation Uncover'. The show more or less cover the same kind of stories that most supermarket news tabloids do.

Yamada is not aware of the existence of the Bureau, but does seem to show up at the right place at the wrong time. She is always getting in the way of local law enforcement and field agents, just to get her story.

Yamada usually travels in a red Yugo, with "Nation Uncover" painted on the doors. She also travels with an aged hippy, camera man named Bob "Zap" Warren.

Yamada is not a threat to the Bureau. She is more of a nuisance, than anything else.

Continued on Page 15

BUREAU 13

LOST FILES

VOLUME 1 & 2

Original Editions

From Tri Tac are two new information suppliments for BUREAU13. Each book contains fragments and pages of BUREAU lost files, elusive information on history, equipment, friends and foes. Also contains pieces of training books and incident reports. Great for adventures and building up Your Lost Files Library. Each suppliment is 32 pages of completely new information.

For More Tri Tac Games and Adventures

Tri Tac Systems



The Withers System for BUREAU 13 Adventure Generation

by
J.P. Withers

The people who play in my adventure always seem to ask me the same question: "Hey J.P.! I know that you are a brilliant, stunning, creative, imaginative, witty, and an all around super gaming genius, but how do you keep coming up with adventures that consistently screw us up, time after time? I, of course, smile with benevolent acceptance, tempered with just a touch of "Aw Shucks" humility and reply, "Well, it's due to years of training, agonizing hours of intense preparation for each adventure, comprehensive research over every available source, and the fact I'm just a **L e g e n d a r y** Gamer. Now stop crying! Someday, if you work hard enough and, obviously, try to emulate me, you might be able to do this too."

I can live with these lies no longer. The truth is that most of my adventures are frantically devised between the time I get the phone call to play and the time I arrive at the game. This is usually an hour. So how do I come up with a very good adventure on a regular basis with the complication of doing it within an hour?

This is a rather complex task at first glance. However, there are three ways of accomplishing this task:

#1

Just be natural super-gamer, who never runs out of good, original ideas, and can instantaneously create an entire adventure out of thin air. In my opinion, these people should be shot in the kneecaps. They are just to good to go on.

#2

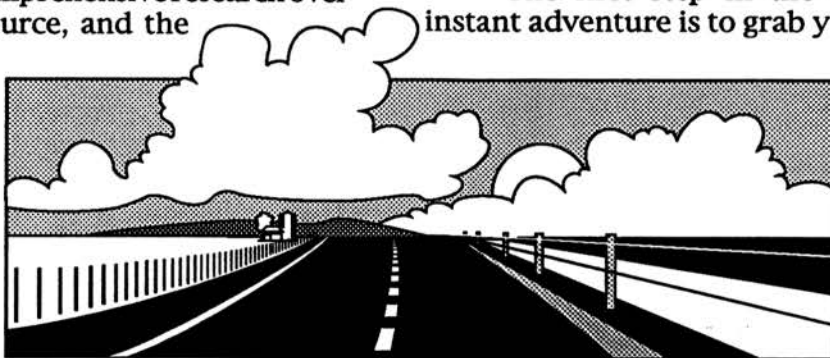
Have enough years of role-playing experience to be able to draw on past gaming sessions in this and other game systems in order to create interesting adventures by fusing elements from more successful scenarios. Most really good GMs fall into this category.

#3

The big problem is that there are a whole lot of GM's who don't fall into either of the above categories. For these people there is a third method: use a cheater system.

Coming up with a viable, sure-fire cheater system is an awfully hard task for any person, but never fear as I am now going to share, due to limitless kindness, my own personal set of charts, techniques, and tips for coming up with at least a decent adventure **EVERY TIME!**

The first step in the creation of an instant adventure is to grab your BUREAU 13 sourcebook, paper, pen, dice, and other assorted paraphernalia associated with this task. Look up the Encounters Section, which



the creator in his infinite wisdom included in your tome. Take your percentile dice in hand and roll. Let's say that your first number is 30. Look on the chart and find out what is listed for 30: Purple Monsters. Rolling the dice again result in a 42. That is Weird Radiation.

The next step is to combine the two into a single problem (Some combinations just will not allow this. If so, roll again until you get something that connects). Usually there are more than one way to connect the two. In our example, three comes to mind:

#1 Possible Scenario

A Purple Monster that shoots weird radiation (pick an effect).

#2 Possible Scenario

An area of weird radiation that causes the character's worst fear/nightmare to become real and animate (a purple monster).

#3 Possible Scenario

A sentient radiation being that can become anything it picks out of a character's mind (thus being a purple monster of sorts).

For the purpose of demonstration, I will pick the first example as it is the simplest, although, as a rule, I always try to pick the more complex one. It gives the players more work. At this point, we have used 5 to 10 minutes of our hour and have our problem of a Purple Monster that shoots weird radiation.

Location is the next step and requires a bit of one-time advance preparation. The advance prep consists of drawing a set of map for two or three small towns and three or four 5-10 block sections of a city. Place codes on each building for each town or city section. DO NOT write the titles or any other information about these building on the maps! Instead, create a series of code sheets, each with different small businesses, and leave the space blank where the proprietor's name is to be written. Finally, take all these sheets and photocopy them, using only the copies for actual game use.

RULE OF THUMB #1:

It is normally easier to create map sheet for towns and sections of cities that you are familiar with. Grab a d100.

LOCATION CHART

01-40	City From New York down to a rough population of 100,000
41-60	Small Town Any town, USA with an population of 500 - 40,000
61-90	Boonies Any slightly populated area with no small town within 50 miles and few good roads
91-98	Uninhabitable or Wilderness Area Deep in the Brazilian jungle or the edge of the Sahara Desert
99-00	Extremely Hostile Environment Outer space, inside an active volcano, or deep in the Marianis Trench

Assuming the advance prep is done, roll a d100 on the Location Chart to determine where the adventure is to be centered. In our example, we roll a 47 which is the SMALL TOWN result. We take one of our small town maps and match it with a code sheet. ZAP!! Instant town! Then we grab a d20 and a phone book (yes, I said a phone book). Open the phone book to random pages and copy the names onto the spaces for the proprietors' names.

RULE OF THUMB #2:

Existing names (such as in a phone book) are usually more realistic and interesting than those you come up with yourself.

As each name is copied, roll a d20. If the result is 18-20, roll on the Weird Human Normal chart in the Encounter Section. This adds spice to the place. The result will look like the following:

Continued on Page 8

Card, Comics, and Games

- 500,000 Back Issue
- Buy-Sell-Trade Comics
- Sports and Non-Sports

Supplies•Gaming•Models
Star Trek•T-Shirt•Poster

Card, Comics, and Games

"Atlanta's Most Complete Comics & Game Store"

EXAMPLE CODE SHEET

Business

A - Big Taste Grocery	Proprietor Jo Ann Leach
B - Castle Bar	Sue Davis
C - Gold Digger Books	Jean Eads
D - Fine's Furniture	Joe Albright
E - Leary's Hardware	Shelby Leary
F - Red Dot Gas Station	Bob McCormic
<i>Thinks he's a cultist.</i>	
G - Parton Town Hall	Ron McDonald
G - Police (Police Chief)	Avery Waters
H - Ernie's Feed Store	James Casey
I - Castle Liquor Store	Steve Cook
J - Quark TV/Radio Shop	Sondra Lutch
K - Radio Shed	John Chernenkov
L - Pizza Pub	Oshel Crigo
M - Parton National Bank	Tommy Haubour
<i>Doomsayer</i>	
N - Phone Company	Pat Chamber
O - Gas Company	Tony Reise
P - Midnigh Diner	Allen Bias
R - Doctor's Office	Marc Midkiff, MD
S - Lawery DDS	Beth Meyers, DD
<i>Over zealous religion beliefs.</i>	
T - Simpson Family Apparel	Tom Simpson
U - First Church Of Holiness	Beth Meyers
V - Notell Motel	Mike Lucas,
<i>Horror Fan</i>	
W - Summertime Pool Room	Virginia Clair
X - 5 & Dime	Carolyn Hunter
Y - Parton Pet Hospital	Rich Hensely, DVM
<i>Stereotypic woman hater.</i>	
Z - Centennial Apartments	Annette Thacker,

LOCATING BUSINESSES

All one needs to work with on the whole are the businesses. You can assume that the small town has apartments, homes, and farms scattered all about. These can be spotted randomly on the map as the need arises. The city sheets would have few residences in the commercial area except for apartments or residential complexes.

RULE OF THUMB #3:

Always put house and apartments (normally with noisy people, bikers, and college partiers) at the most inopportune location for the player characters.

City adventures:

Use the same technique for a city adventure as the small town.

Boonies:

On a map sheet, scribble a quick map. Populate it with d20 homes with d6 members each. On a code sheet put family names and the number of the household members (you can figure out the details if they ever get there). Use the d20 method for the Weird Human Normals.

Uninhabitable or Wilderness Areas:

Just do the map, showing only landmarks and the location of any hermits, nomads, or whatever. Large scale topographical maps are ideal for this.

Now let's sit back and see what we have. It's been about 30 minutes and we have a small town populated with businesses, its share of weirdos, plus a Purple Monster shooting weird radiation. The ground work is done. Now it's time to work out the fine points that separate the men from the boys.

First, where did the monster come from? Looking over our map code sheet, see that Bob McCormic is a cultist. A spell gone awry? Sound good. Therefore, Bob knows the answer to the whole mess.

Second, what kind of weird radiation does the monster shoot?

RULE OF THUMB #4:

Always give the monster an even break! Let's make it something that can be used for combat but won't just kill the characters out of hand.

RULE OF THUMB #5:

Don't kill the character by giving them impossibly tough problems or opponents. Always stack the deck against them and happily let them kill themselves, but don't slaughter them through invincible problems.

POWERS OF THE CREATURE

Let's say it's a beam that fires once per action that has a 75% chance of hitting and reduces the victim's hit points by 25% of their original hit points through shock and stun, as well as turning them, within 6 hours, into a mental vegetable or a weird Human Normal.

RULE OF THUMB #6:

At all opportunities, the more strange, crazy, and outlandish you can make things, the better it is. This should induce the MBF(Maximum Bedlam Factor), which is something one should always strive for.

Finally, where does this thing romp? Let's say that it hides in the sewers during the day and comes out only at night. This causes the agents to search a bit harder for it and gives them some time to lick their wounds.

Well, it's been about 45 minutes and you now have a basically complete adventure. NPC personalities should be drawn from people you know for speed and ease. If time permits, you might want to whip out a quick rumor chart; make a list of wandering weirdo encounters; have Bob decide to try to protect his creation; or include some form of outside intervention(like FBI or CIA) into the mess. This is all at your discretion. The whole idea is to come up with a playable adventure in the minimum amount of time. With a little practice, you won't even need these guidelines as cuff-generation of adventure becomes second nature.

Remember

This system is never meant to replace carefully thought out and prepare scenarios. They will always be superior if you have the stuff within you. This system is designed for when you don't have an adventure handy and need one quick!

Where to catch Tri Tac, Outpost and Great *BUREAU 13* GAMES....

Confusion XX

January 21-23 1994
Holiday Inn Crown Plaza
Romulus MI

CAPRICON

February 10-13 1994
Wyndham Hamilton Inn
Itasca Ill

VISION CON

February 25-27 1994
Quality Inn North
Springfield Missouri

MARCON

May 13-15 1994
Hyatt Regency
Columbus Ohio

CONTRAPTION

April 29,30 May 1 1994
Northfield Hilton
Troy, MI

BACCHANAL 94

July 2-24
Quality Inn Suites W
Livonia, MI

CONGENIAL

July 28-31
Quality Inn South
Madison, WI

AND...***NOVA 94****GENCON****TOL CON****WINDYCON****ORIGINS****CONADIAN****TEXACON****E CON****U CON****CONCLAVE**

***Not Finalized
quite yet.**

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Fringeworthy

Incursion and Hardwired Hinterland

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The Outpost Missives

New Alternate Magic Systems

This is an alternate system for magic. This is presented because, in the original system all spells, regardless of their cost, are considered to be a base Difficulty Level (DL) of 7 or 0% chance before modifiers. It seems more plausible that spells with relatively greater effects should be more difficult to cast.

The DL for spells in the BUREAU 13 Sourcebook should be determined by dividing the WKM cost by 10 (rounding down) and adding 6 to the result.

This same system can be used for PSI use.

Naturally, the more spectacular spells become much harder to cast. Some seem impossible to cast. To offset this somewhat, MCD should be taken as a 5% per point modifier rather than the stated straight percentage.

In the case of a spell with a very high DL, the spell itself (after the group has been pushed to 20) can be taken as a separate skill.

A new skill, Magic Preparation, may be taken by any mage and benefits only mages. It involves gathering certain items that enhance spellcasting, removing negative influences by ritual and word, as well as a development of accurate gestures and use of materials through slow and careful movements. Each level in this skill adds +5% to the success of the attempt. The downside is that the casting time is increased by a factor of 1 for each level of this skill used. So if the caster has a level of 5 the casting time is multiplied by 6. The skill need not be used at its maximum. It can be used at a lower level which indicates that less is being done to enhance the success of the spell attempt. This skill does not take the place of the standard modifiers for location, component purity, etc. This skill cannot be used except with the full casting time and components.

Even so, some spells are still impossible to cast. What this indicates is that the caster requires some artifact or higher force to aid in the casting. According to the manual the modifier for higher forces is +25% and an artifact adds a +15 bonus. There is no justification to understate these factors so immensely. An extremely powerful supernatural force that can affect spellcasting should make a significant impact on the success of the attempt. Instead, multiply the DL by .25 for help from a higher force or .15 when using an artifact designed to aid the casting.

What is an Artifact?

Artifacts are objects of great power. They are very unusual and can have legendary origins. The powers of artifacts generally fall into the following categories:

- 1) Casts a particular spell or effect at 100% chance regardless of the circumstances.
- 2) Aids the casting of a specific spell or group of spells. DL of spell is multiplied by .15 to determine final spell level. This is especially important in Transmutation. The Philosopher's Stone would be an example of this.
- 3) Totally negates a spell, group of spells, or attacks by some specific thing or group.
- 4) An ultimate bane for a very powerful monster, or monster type. Ultra powerful or immortal creatures are banished, placed into a deathlike trance, or their powers are negated for a long period such as 1000 years.

The next part is an alternate method of determining cost and generating WKM.

The system in the manual does not allow for legendary mages or any extended spell casting. WKM increases per level but is

not affected by age or potential as measured by MCD. The following is designed to address this:

WKM = MCD squared

WKM recovery per day based on age

	15	19	23	27	31	35	39	43	47	51	55	59	63	67	71	+
MCD	WKM	Total														
1	1	.2	.2	.2	.2	.1	.1	.1	.1	0	0	0	0	0	0	0
2	4	.3	.2	.2	.2	.2	.1	.1	.1	.1	0	0	0	0	0	0
3	9	.3	.3	.2	.2	.2	.2	.1	.1	.1	.1	0	0	0	0	0
4	16	.3	.3	.3	.2	.2	.2	.2	.1	.1	.1	.1	0	0	0	0
5	25	.3	.3	.3	.3	.2	.2	.2	.2	.1	.1	.1	.1	0	0	0
6	36	.5	.3	.3	.3	.3	.2	.2	.2	.2	.1	.1	.1	.1	0	0
7	49	.5	.5	.3	.3	.3	.3	.2	.2	.2	.2	.1	.1	.1	.1	0
8	64	.5	.5	.5	.3	.3	.3	.2	.2	.2	.2	.2	.1	.1	.1	.1
9	81	.5	.5	.5	.5	.3	.3	.3	.2	.2	.2	.2	.2	.1	.1	.1
10	100	1	.5	.5	.5	.5	.3	.3	.3	.2	.2	.2	.2	.2	.1	.1
11	121	1	1	.5	.5	.5	.5	.3	.3	.3	.2	.2	.2	.2	.2	.1
12	144	1	1	1	.5	.5	.5	.5	.3	.3	.3	.2	.2	.2	.2	.2
13	169	1	1	1	1	.5	.5	.5	.5	.3	.3	.3	.2	.2	.2	.2
14	196	2	1	1	1	1	.5	.5	.5	.5	.3	.3	.3	.2	.2	.2
15	225	2	2	1	1	1	1	.5	.5	.5	.5	.3	.3	.3	.2	.2
16	256	2	2	2	1	1	1	1	.5	.5	.5	.5	.3	.3	.3	.3
17	289	2	2	2	2	1	1	1	1	.5	.5	.5	.5	.3	.3	.3
18	324	3	2	2	2	2	1	1	1	1	.5	.5	.5	.5	.3	.3
19	361	3	3	2	2	2	2	1	1	1	1	.5	.5	.5	.5	.3
20	400	3	3	3	2	2	2	2	1	1	1	1	.5	.5	.5	.5

Cost per spell is the DL in WKM. Since each original 10 WKM equaled 1 DL, pumping up a spell (those spells that list variable effects when WKM is increased) will increase the DL and so the cost.

In this system, costs are lower (since they are the same as the DL), and the mage has more points to work with (WKM is the MCD squared), but he regenerates points very slowly. This creates a mage that can do a lot at 0 level, but he must husband his WKM for future needs. The best way to hedge his bets is to learn the enchantment spell group and make an item that will cast his most used spells (which will regenerate its own points and not dip into the mage WKM, except in the initial creation). Getting a familiar is also a big increase in both effective MCD as well as WKM but the mage will always be protecting it because he only gets one in a lifetime (GM discretion). (optional: a mage may use age points to increase skill in magic groups but a higher age will result in a slower regeneration rate, unless he has used magic to reduce his physical age. Only the age points from the time that he developed the skill can be used).

Spells, if unsuccessfully cast do not cost WKM, rather they cost exhaustion equal to the DL of the spell. If a familiar aids, it will suffer an equal amount of exhaustion. Familiars will not aid casting if any score is reduced to zero.

Improving spell effects: Unless otherwise stated, each increase by the base dice of damage, range, or effect adds 1 to the DL but adds the base cost to the final cost of the spell. Duration effects can be extended by subsequent payment of spell cost. This does not add to the DL but cannot be done if the caster breaks concentration (such as casting another spell). So a DL of 7 with 2 x effect would be a modified DL of 8 but would cost 14 WKM.

More Mage Skills

Magic, Research

This skill is the researching of new spells for casting. Each attempt requires a period:

$5 + ((2 \text{ to the DL power}) / \text{skill level}) \text{ days.}$

To successfully research a spell, the GM determines the DL of the spell and the components necessary to cast it. After the necessary research time, the caster may attempt to cast the spell. MCD bonuses do not count toward the first casting, but magic group skill bonuses, Magic, Preparation skill, and optional modifiers do count. Spell components must be used for this first casting. If the casting fails, the caster must research the full time again before another attempt. Once the spell is successfully cast, MCD bonuses will apply.



What's in the next Terror Watch

Jacob's Zombies --

A Bureau Adventure

Book Lore and More....

NEFAC

The Outpost Missives

and

much more...

Check us out!

المظنك نطسب دعو عى مظن هسبت

Translation: Fool! Push Not Ye Red Button

Magic, Scripts

This is taken as a language with the same comprehension chart but with no background bonuses. It is the ability to understand magical writings and concepts. It is also a new Bureau Skill that any can take.

NEW SPELL CATEGORY

DL = Difficulty Level

CT = Casting Time

AOE = Area of Effect (X means n/a)

RNG = Range (X means line of sight or n/a)

DUR = Duration

FORTUITY

This area of magic affects random chance and happenstance. It directly opposes the area of Curse. However, it does not remove a curse.

Bookmaker

DL 6 (5 WKM)

Ct 1 Aoe X Rng X Dur 1

This spell gives the odds of success for a specific action or event.

Affect Probability

DL 7(10 WKM)

Ct 1M Aoe 1 Rng X Dur X

This spell will change the odds of something occurring one place (1 out of 10 becomes 1 out of 9 or 11). Each added DL (+10 WKM) will change the odds by one place. Percentages should be rounded to the nearest place so 13% becomes 1 out of 10. The number of places to be modified is based on the beginning odds so 1 out of 10 changed to 5 out of 10 still requires 5 more DL to make 10 out of 10, not 1 based on 1 out of 2. The effect desired must be indicated at the time of casting ("Come on 7").

Affect Severity

DL 9 (30 WKM)

Ct 1M Aoe 1 Rng X Dur X

This spell changes the severity of any occurrence before it occurs. Number of shrapnel

can be halved or doubled. Each added DL (+10 WKM) reduced or increases the effect by a factor of 1. This can be used to enhance/reduce other spells. Effect desired must be indicated when casting. This can only affect something with a variable effect. It cannot push the effect beyond what is plausible for it. An explosive bullet cannot detonate like a missile, but a kitchen fire can ignite a gas main and turn into a blazing inferno.

Example:

Trax the killer robot is approaching. The team marksman has 1 depleted uranium round left (the only thing with enough punch to penetrate its metal hide). The mage enhances the damage it does when it penetrates (not the penetration itself, that would be another casting of the spell). The weapon is fired, the bullet does penetrate. Trax, rolls its optical sensors and collapses on an Insurance Agency.

Serendipity

DL 7 (10 WKM)

Ct 5M Aoe X Rng X Dur 1

This spell will cause something unexpected to occur. The nature of this is entirely unknown. However, it must change the situation substantially.

Example:

Team Roadkill has tracked the Legion of Death to its lair in a old tenement. Unfortunately the Legion sergeant at arms is a werewolf who is immune to silver. He's about to lay into the team when the mage casts Serendipity. Suddenly the door is kicked in and the Blue Angels, a local street gang, strut in having decided to have a party in the basement of the supposedly empty building. The Were screams in agony as the pounding bass of their boom boxes tear at his hypersensitive hearing. He runs out of the room. The Were threat is temporarily gone, but the Legion still remains and now there is the additional factor of the street gang who aren't good samaritans.

Auspice

DL 10 (40 WKM)

Ct 30M Aoe X Rng X Dur X

This spell will summon someone or something that can help in the situation. This

does not guarantee that they will, only that they will be naturally disposed to do so.

Lucky Star

DL 12 (60 WKM)

Ct 1D Aoe X Rng X Dur X

This links the fortunes of caster to some day, number, person, or location. When a situation arises that directly relates to the link, a favorable result is assured.

Godsend

DL 20 (140 WKM)

Ct 5D Aoe 1 Rng T Dur X

This only occurs in the worst possible situations. Whatever is necessary to right the situation will occur. However, it must do so by the wildest of coincidences (A brick falling on the assassin who is about to pull the trigger) or improbable event. This is commonly used to safeguard rulers and national treasures. Long ago the Declaration of Independence was protected with this.

The Monkey's Paw

DL 7 (10 WKM)

Ct 2 Aoe X Rng X Dur X

The least desirable of these spells, it assures a positive outcome in a very specific situation by charging the mage with an equal amount of bad luck. This must expend itself in an disaster of equal magnitude as soon as possible. Many times this spell is enchanted into an object so it can be invoked by someone else who will take the consequences.

Wanting to Buy....

1st Edition Advance Dungeons & Dragons Modules, 1st thru 3rd Editions Gamma World, and Steve Jackson Pocket Adventure Melee & Wizard boxset.

Especially

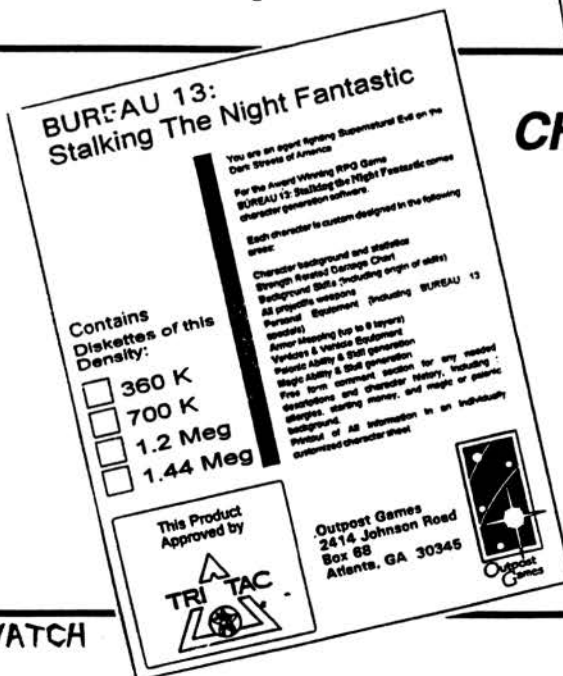
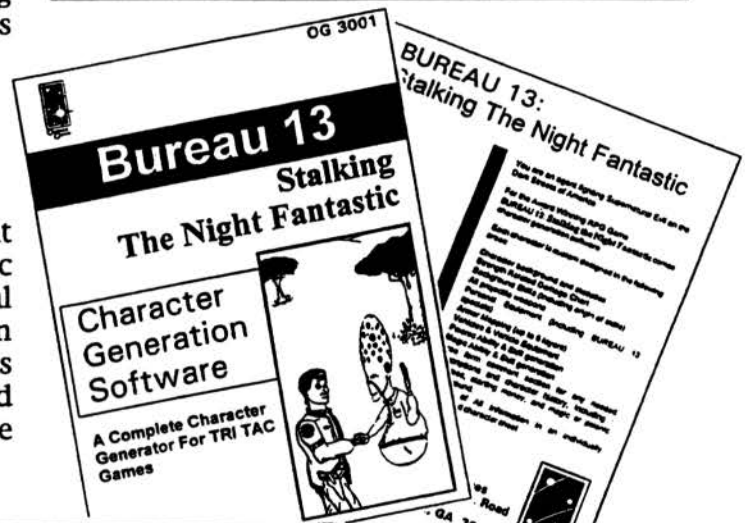
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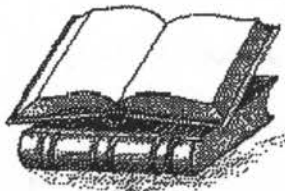
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INCURSION

FTL: 2448

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Outpost Games



Booklore & More....

Welcome to Book Lore & More. In each issue of Terror Watch we will present books and stories that can be adapted with a little work and a little imagination into great adventures.

In this installment we present State Folklore, mainly famous ghost stories. These can be added easily to give your campaign new flavor.

Louisiana is famous for voodoo, swamps, and Cajuns. It is also famous for having as many ghosts as mortal living in the state.

Many of these ghosts are believed to be living on the old plantations, on its many country roads, and along Louisiana's 1,000-mile shore. Many of the ghosts that haunt the Louisiana shore are believed to be pirates. The story of Jean Laffite stands out the best.

Laffite is believed to have buried his treasure somewhere along the Louisiana coast. Many people have searched for it over the years. None were successful. Some believe that Laffite's ghost guards the treasure. Legend says the only way a person can find the treasure is: he or she mustn't talk, spit, curse, or sweat while digging for the treasure. If any of these things are done while digging, Laffite will move his treasure to another location.

Another interesting folktale from Louisiana is 'To drink from Bayou Teche'. It is believed that anyone who drinks from the Bayou Teche will return to it, no matter how far away or how old the person gets. This gives new meaning to 'Don't drink the water'.

North and South Carolina share much the same folklore. One odd belief is that many of the people who believe in ghosts also believe that a wire screen will keep them out of their houses.

In South Carolina there is a unique legend: The Plat-Eye Ghost. The Plat-Eye Ghost is the spirit of person that has been hurriedly buried or not given last rites. The Plat-Eyed Ghost usually appears to people walking along a lonely road in the light of a new moon. The

ghost usually takes on three forms; a dog with flickering, fiery eyes, a headless man, or a white cloud of vapor. Of these hostile forms, the vapor will surround the head of a victim and attempt to suffocate him. Tales say when you meet a Plat-Eye Ghost the best thing to do is turn and run the other way.

Another area on the coast is Maine, which is brings us the tale of Captain Kidd. It is said that Kidd was buried in the King's Chapel churchyard in Boston after being hung in London. It is said that ghosts *must* answer any question asked of them. Folk tales of the town tells of a long history of people going to the grave at midnight to tap the tomb three times and ask Kidd why he is buried in Boston and not in London. Many people doubt that Kidd is buried in King's Chapel churchyard in Boston.

In New Jersey many of the summer resorts are haunted. A golden-haired lady ghost still haunts the sands of Cape May. The dunes of Barnegat are said to be haunted by a headless man who carries his head under one arm.

Last is The Ghostly Hitchhiker. This is the most strange of all the Folk tales, because it has many versions and is the most widely known folklore to appear across America. It is one of the oldest tales that has been passed down the generations from the time of the horse-and-buggy to modern cars.

The Ghostly Hitchhiker stories have one thing in common. In each version of the story the ghost is a girl or a young woman, who was killed in some kind of accident. She knows where she is going, usually to her home or that of a loved one. She invariably finds a car with a single male driver on a dark country road. As he takes her home, she vanishes and the driver learns from her parents or loved one that she has been dead for years. Quite often a sweater or some personal item has been left behind.

Next issue we're going to look at more famous hauntings from across America. If you know any folklore, we'd like you to share it with us. Send it to **TERROR WATCH**.

Booklore & More...



Leach, Maria. *Rainbow Book of America Folk Tales and Legends*. The World Publishing Company., 1958

BK-00-1992-0912-AR005

Incident Report: Blake's attack on the Little Rock Depot
Incident Location: Little Rock, AR
Team Covering Incident: Team Search and Clean-up
Reporting Agent: Claude Williamson

Classified

The following is the video left by Agent Tom Blake at the Little Rock depot, where he apparently attacked and killed four field agents from TEAM BIG ROCK, Agents Wakes, Fuji, Smith, and Robertson. It appears that Blake is on a mission to destroy the Bureau. Warning: the tape was damaged in the attack. Parts of Blake's statement are missing.

Transcript from the video

Video snow for 30 seconds

Blake - I have returned from a place where man does not rule, and our laws mean nothing. A place where the supernatural rules.

Video snow

Blake - Everyone knows that the world is divided into three realms: Good or the White worlds, Neutrals or the Gray worlds, and Evil of the black worlds. The same as mag.....

Video snow

Blake- But who are we to say what is good and what is evil. No Man nor government can dictate this...and...those that do are the true.....evil of this world. I have been with those from the Black worlds and the White worlds...I know...that I was a misled agent of the greatest evil on this earth. "THE BUREAU!"...

Video snow

Blake- I have been chosen by both worlds to destroy the true evil which was made by man.....I am...the new angel of death....brought...to cleanse....the EARTH... FOR MAN.....

Video snow

Blake-I will do, what was only attempted once early.....

Video Snow

Blake- I SHALL DESTROY...

Video Snow

Blake- ...il The BUREAU...and all its agents...and you Gordon, I shall take you to these world so that you can pay for crimes against all the Supernatural.

Recommendations:

Find Blake. Find out what and where these worlds are. But for now, FIND BLAKE AT ALL COST.
 Gordon

TERROR WATCH

Number 1 Feed Back

In each of these newsletters we would like to ask your help to make the next one better by answering the following questions and send them back into us. Please feel free to add any comments, question, and letters to this.

Remember we are using the one to five, one being hoax(bad) to five being Excellent.

1. The Cover1__ 2__ 3__ 4__ 5__
2. Terror Watch Hot Spot1__ 2__ 3__ 4__ 5__
3. Taking the Plunge1__ 2__ 3__ 4__ 5__
4. NEFCB1__ 2__ 3__ 4__ 5__
5. The Withers System1__ 2__ 3__ 4__ 5__
6. The Outpost Missives1__ 2__ 3__ 4__ 5__
7. Booklore & More....1__ 2__ 3__ 4__ 5__
8. Incident Report1__ 2__ 3__ 4__ 5__
9. The Issue As A Whole1__ 2__ 3__ 4__ 5__

Our Next Tome will be out in April until then...



**The New Voice
of *Bureau 13***





Bureau 13

Winner of *Best Fantasy Game* at GENCON 1991, *Stalking the Night Fantastic* is the game of supernatural intrigue where you become a member of the most secret agency ever created by the U.S. Government.

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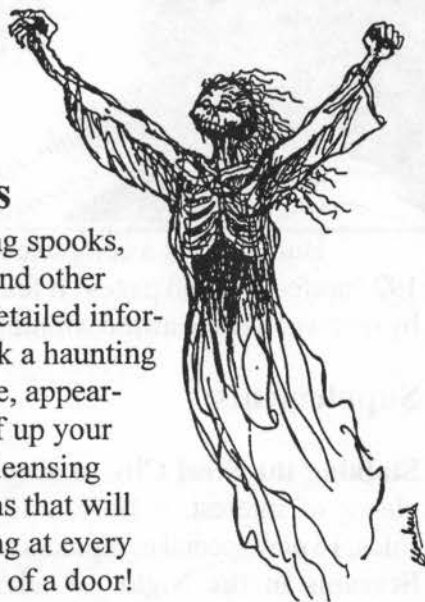
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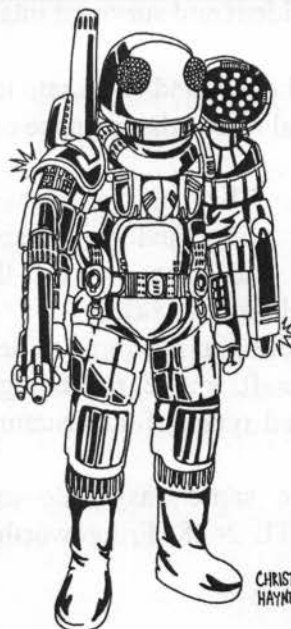
New Information for
Stalking the Night Fantastic

By Richard Tucholka

ALIENS AMONG US

Man was not the first intelligent race to tread this planet and he won't be the last.

Whether our friends, enemies, or indifferent as they perform their experiments or crush the life from our mortal bodies, Bureau 13 waits and watches, ready to protect the people from every **Thing!**



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See Page 14

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INCURSION

by Richard Tucholka

DUCK TROOPER



They Have Invaded Our Planet,
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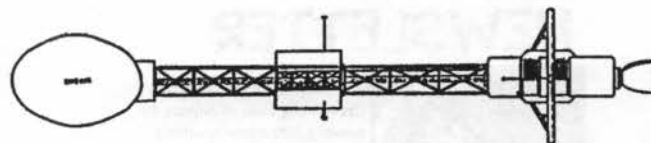
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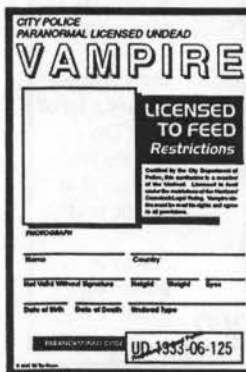
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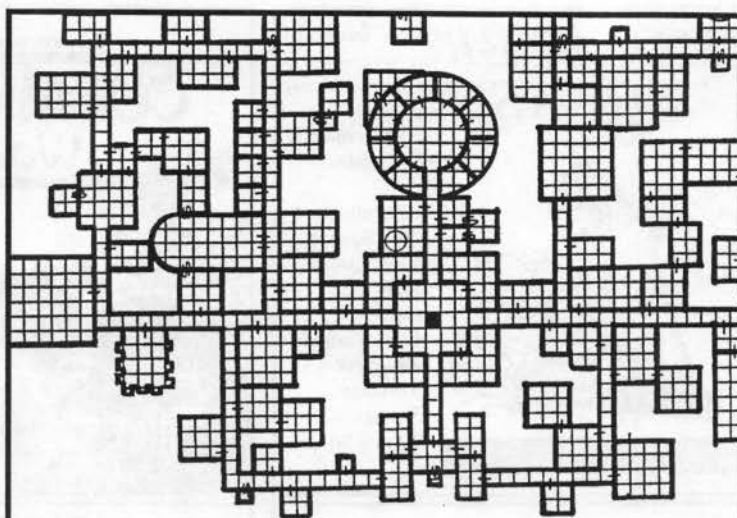
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 MEC General, Commander, Grav Tank
 MEC General, General, Mec
 MEC Command, Commander, Mec
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 Muggers, License to Hunt
 Mundanes, License to Hunt
 Murderous Rampage, Postal
 Murderous Rampage, Non-Postal
 Mutant
 Mutants, License to Hunt
 Nazi
 Nazis, License to Hunt
 New Gods, License to Hunt
 NPC, Full Victim
 Nuke Tech
 OCP, Evil Employee (Robot Cop)
 Old Farts, License to Hunt
 Old Gods, License to Hunt
 Outlaw
 OZ Transit Authority
 Paladin
 Peasant, License to Hunt
 Poetic License
 Power Rangers, License to Hunt
 Presidente, EI
 Prince
 Princess
 Protoceratops, License to Hunt
 Pun, License to
 Quantum Mechanic
 Queen
 Republicans, License to Hunt
 Road Kill Collecting Permit
 Rocket Scientist
 ROMULN (Ranked A)
 ROMULN AMBASSADOR
 Rush Fans, License to Hunt
 SEAL
 Serial Killer, License to Hunt
 SFOF: Secret Flunky of Fandom
 Silentology, Church Member

Skin Heads, License to Hunt
 SLF: Smurf Liberation Front
 SMOF: Secret Master of Fandom
 Smokers Permit
 Smoker, License to Hunt
 Smurf Police
 Soccer Widow
 Sorcerer
 Sorceress
 Space Cadet, Student
 Space Cadet, Sophomore
 Space Cadet, Junior
 Space Cadet, Senior
 Space Doctor
 Space Marine
 Space Medic
 Space Navy
 Space Teacher, Primary
 Space Teacher, Secondary
 Spiral Galaxy Builder
 Spotted Owl, License to Hunt
 Starfleet, Space Marine
 Starship Engineer, Chief
 Starship Engineer, Phase
 Starship Engineer, Systems
 Starship Engineer, Fusion
 Starship Pilot
 Storm Trooper
 Street Lord
 Street People
 Street Punks, License to Hunt
 Super Hero
 Super Idiot
 Super Villain, License to Hunt
 Target, Full Victim
 Tasmanian Devil, License to Hunt
 Taste Police
 Thought Police
 Thunderdom Referee
 Toon
 Toxic Person
 Triceratops, License to Hunt
 Troll
 Troll, License to Hunt
 Underling
 Vampire
 Vampires, License to Hunt
 Van Helsing Group
 Velociraptors, License to Hunt
 Victim, License to Bleed
 Viking
 Warlock
 Warrior
 Waste Disposal (Congress)
 Werewolf
 Werewolves, License to Hunt
 Witch
 Wizard
 WiZard, Card Game Player

Full color badges (4 colors) available for Fringeworthy, Bureau 13, and Klingn for just \$1.50

Just write in the name of badge on the order sheet

MONSTER SQUASH

Enjoy hours of fun creating and battling your clay monsters. Includes rules & game shield.



Fantastic Combat Between Clay Monsters That You Design

Also available:

- Mec Squash
- Bug Squash
- Mutant Squash
- Panzer Squash
- Japanese Monster Squash
- People Squash

GAMERS...

MILLIONS OF 'EM!

NARY A TOWN OR CITY IS WITHOUT ONE, BUT...

WHO ARE THEY?

WHAT DO THEY WANT?

WHY DO THEY CARRY BRIEFCASES?

WELL, NONE OF THESE QUESTIONS WILL BE ANSWERED IN THIS BOOK!

BUT DO WE CARE?

NO! WE'RE GAMERS!

AND WE MIGHT INCRIMINATE OURSELVES



Fresh From the Garden



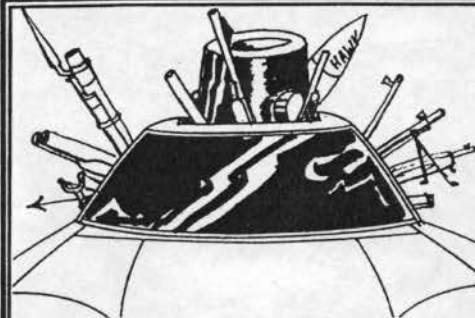
In Your Home The Potatoes are Revolting!

The Viral Vegetable Wars™

It's a quiet night in a suburban home when something animates the vegetables and sends them on a war of extermination!

A fast game of combat as Humans and Vegetables try to eliminate each other.

Bio-degradable



DRIVE-BY: It's a world of drugs, money, and horror as street gangs and vigilantes use automatic weapons to settle their differences and stop crazed drug dealers.

Drive-By is a fast combat game as two or more players and vigilantes try to eliminate each other.

BABY BOOMER

OH NO!

Baby has found your fully loaded, Krup 9000, 16 shot, pistol.

Baby is about to have a lot of fun. The dog was the first victim. Will you be next?

A solo or group board game.



TACTICAL SURVIVAL IN THE HOUSEHOLD

They're Loose!

ESCAPE FROM WESTERVILLE STATE

The loonies are escaping in this fun game where you play the psycho of your choice!

The first door is opening!

Escape Now!



A Loony Kind of Role Playing

GERIATRIC WARS

A fun and fast action game where characters battle over a few pension checks that survive the Social Security Collapse of 2018.

- Health Insurance has taken your last dime.
- You Live on Social Security.
- This is the last check

Cash it or Else!



Experience the Pension Battles of 2018

Polywumpus™



A Scout Troop Battles Alien Monsters in the Wilds of Pennsylvania! No. 1 in the Duck Trilogy

The back woods in central Pennsylvania and a quack in the night start the nightmare of what mankind would later call The Duck Wars!

Polywumpus is a fast micro board game of cunning, stealth, and superior firepower.

THE HUNT For Bread In October



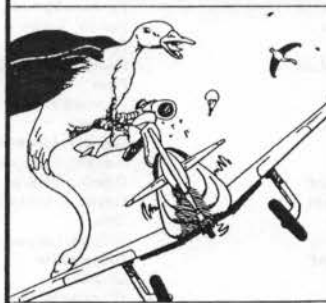
Crisis in the Kremlin!

You are a Russian, a citizen of the new republic. Gone forever are the days of Soviet Bureaucracy and waiting in Bread Lines.

Now with a Free Market you wish you had those bread lines. Food is now a luxury item and a simple loaf of bread is hard to find and keep!

Pterroductyl™

The Duck Wars continues!



Humans Versus Flying Monsters in the Skies Over America! No. 2 in the Duck Trilogy

Giant mutant ducks are menacing the skies above. Their strong EMP fields grounding modern fighters. Can you finish them off with vintage planes and hang-gliders?

Find Out!

Islamic Jihad

"The Mother of all Surrenders"



Fast and Easy Combat in the Gulf War!

by Brian S. Roe

You are an Iraqi commander with 100 men. As you see the B-52's pound your defenses to powder you decide fighting to the death for Saddam is not in your plans. It is 10 miles to the American lines and you have a surrender paper. Your troops are all for it.

You might make it!

Outpost Games Price List

Stock	Product Description	Price
TTS 1001	FRINGEWORTHY	18.95
TTS 1050	Rogue 417	6.95
TTS 1060	Invasion U.S.	6.95
OG 1001	Character Generator	14.95
OG 1002	Infinite Crossroads (4)	13.00 (*1995)
TTS 2001	FTL: 2448 BOOK 1	18.95
TTS 2002	FTL: 2448 BOOK 2	18.95
TTS 2401	Kansas Class Prints	4.95
OG 2001	Character Generator	14.95
TTS 3001	BUREAU 13	18.95
TTS 0501	System Shield	5.95
TTS 3010	Casebook 1: Hellsnight	6.95
TTS 3020	Casebook 2: Haunts	6.95
TTS 3601	Lost Files Vol 1	6.95
TTS 3602	Lost Files Vol 2	6.95
OG 3050	Stalking the Steel City	14.95
OG 3060	Screams in the Night	12.95
OG 3070	Aliens Among Us	12.95 (*1995)
OG 3001	Character Generator	14.95
OG 3002	Terror Watch Sub (4)	13.00
OG 3002A-D	Terror Watch Issues	3.50
OG 0001	Chaos Erupts T-shirt	9.95
	Orange (L & XL)	
OG 0002	Chaos Erupts T-shirt	12.95
	-Black w Graphic (XL & XXL)	
OG 0010	TTS System Utilities	14.95
TTS 4001	INCURSION	18.95
OG 4001	Character Generator	14.95

FUN FANTASY STUFF

OG 0003A	Badges	1.00 (New)
OG 0003B	Badges (4 color)	1.50 (New)
TTS 5001	Duck Troopers	6.95
TTS 5020	Bch Bunny Bimbos & Blasters	5.95
TTS 7001	DM's Book of Tricks	6.95
TTS 7901	Dungeon Maps	2.50
TTS 8500	Geriatric Wars	2.50
TTS 8510	Escape from Westerville	2.50
TTS 8520	Polywumpus	2.50 (New)
TTS 8525	Pteroductyl	2.50 (New)
TTS 8530	Baby Boomer	2.50
TTS 8540	Islamic Jihad	2.50
TTS 8550	The Hunt For Bread in Oct.	2.50
TTS 8600	Drive-By	2.50 (New)
TTS 8620	The Viral Vegetable Wars	2.50 (New)
TTS 8630	Cosmic Wow!	2.50 (New)
TTS 9500	Gamers	2.50
TTS 9550	War On High	2.50 (New)

Crazed Clay Combat

TTS 8010	Monster Squash	2.50
TTS 8020	Mec Squash	2.50
TTS 8030	Bug Squash	2.50
TTS 8040	Mutant Squash	2.50
TTS 8050	Jap Monster Squash	2.50
TTS 8060	Panzer Squash	2.50

Expect 1 to 2 weeks for Delivery

Outpost Games

\$1.75 Postage & Handling for Any Order

Any item ordered that is marked "1995" will be sent when available

[illegible]

SUB TOTAL

\$

Postage

\$ 1.75

TAX (5% GA Only)

\$

TOTAL

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For the Agents of Bureau 13

A NEW NEWSLETTER



Now from the Original
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comes a brand new quarterly
newsletter.

In these pages you will find
articles, ideas, new materials,
friends, enemies, magic, and a
lot more.

- * Completely New
- * 16 Pages
- * Approved by Tri Tac Games

A Must for Bureau Agents!

**TERROR
WATCH**

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A NEW NEWSLETTER



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newsletter.

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TERROR WATCH

